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Screen shots taken from various computer formats.



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**A QUESTION
OF SPORT**

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GAME FEATURES

Welcome to "A Question of Sport", the home computer version. Introduced by David Coleman, with team captains Ian Botham and Bill Beaumont, you at last have the chance to compete in the B.B.C.'s most popular TV Sports Quiz of 1988 on the same kind of one-to-one basis as your favourite sporting stars do on the show itself. In selected versions you can play as Bill's or Ian's team with the options of a one- or two-player game. You can pit your wits against your family, your friends, or, if you're on your own, against your computer - and you don't have to wait for the show to appear on TV. Now you can play whenever you feel in the mood!

When loading the game you will be asked whether you want to play a one- or two-player game. Move the cursor over your choice and SELECT. On some versions of the game you will be able to define the keys you want to use (see PLAYING INSTRUCTIONS) as well. Choose your specialist subject by selecting the correct icon from the icons at the sides of the screen. Then select your other two team members so that they best compliment your team captain's specialist subject. In 1 player mode in SPECTRUM AMSTRAD AND COMMODORE versions, choice of a captain is predetermined - then you select two team members. The computer selects its team members. If you are playing a two-player game, your opponent will be asked to select his or her team and specialist subject. At some stage (depending on which machine you have) you will be asked to choose which block of questions you want to answer.

The game has six exciting rounds that will test your knowledge of the sporting world to the limit.

The first is a "Pictureboard" round. This is an individual round. Each member of each team will be asked one question. The first question will be asked of a member of team one, the second of a member of team two. Thereafter questions will alternate. Each individual will be asked to choose one of the twelve numbered squares displayed: it will highlight to reveal the Olympic type sports symbol for the sport the question will be about. Wait while David asks the question, then select your answer from the four displayed, using the cursor and SELECT. If you get it right, you'll get 2 points; if you answer incorrectly, or "TIME OUT" is called, the opposing team will be given a chance to identify the correct answer for 1 bonus point. Each question will be asked only once.

Round two is called "Mystery Personality". This is a team round. Each team will be asked to identify the "MYSTERY PERSONALITY". You'll be given three clues to the personality's identity. After each clue, you will have a chance to select your answer from a choice of four: you will get 3 points if you answer correctly on clue #1, 2 points on clue #2 and 1 point on clue #3 - but BEWARE! - if you answer incorrectly your turn is over. So, if you can't answer clue #1 or #2, DO NOTHING - wait for the next clue. But if you answer incorrectly or, "TIME OUT" is called on the last clue, the opposing team will be given a chance to identify the correct answer for 1 point from the four shown.

"Home or Away" comes next. This is an individual round. Each member of each team will be asked to select one question, either "Home or Away". The Home question is on your specialist subject: Away is on a different subject. There's 1 point for each correctly answered Home question and 2 for a correct Away answer. The first question will be asked of a member of team one, the second question will be asked of a member of team two. Thereafter the questions will alternate. If you answer incorrectly, or "TIME OUT" is called, the opposing team will be given a chance to identify the correct answer for 1 bonus point from the four answers shown.

"What Happened Next" speaks for itself. This is a team round. Each team will be asked one question. You will be given an outline of an event. Then David will describe four possibilities of "What Happened Next". Finally you will be asked to identify from the four options shown the correct answer. Beware - David will describe "What Happened Next" only once!

Round five is the "Quick Fire Round". If you are playing the Spectrum or Amstrad CPC games, you will get 45 seconds to answer nine questions. After each question you will have a chance to select your answer from a choice of four. If you answer correctly you will score 2 points. If you answer incorrectly, you will score nothing, and incur a two second time penalty. You will get only one chance to answer each question. Incorrectly answered questions and/or any unanswered questions remaining if David calls "TIME OUT" are not passed to the opposing team. If you are playing any other versions of the game the sequence is different. After each question you'll have a chance to select your answer from a choice of four. Again you'll get 45 seconds to answer 9 questions. However, whether you are playing the 1 or 2 player game, the first player to select an answer will stop the clock. David will tell the team who answered first whether their answer was correct and if it is, they will get 2 points. If not the opposing team will get 1 point. Only the first answer selected for each question will be considered.

The last round is another Pictureboard round: all you have to do is to select from the remaining squares and answer the questions they conceal - your last chance to prove your mettle!

To ensure that this version of "A Question of Sport" provides many hours of entertainment and education, it has been designed to minimise the repetition of questions and answers. Selected versions of "A Question of Sport" will therefore prompt you after you have played four games to load a new question block (to do this see the playing instructions). Other versions may start to repeat some questions after four games. When this happens you are recommended to select another question block which contains fresh questions.

"A Question of Sport" is an enthralling game for young and old alike and the only limit is your own knowledge. Good luck!

LOADING INSTRUCTIONS

SPECTRUM 48K
SPECTRUM 128K
SPECTRUM +3
AMSTRAD (Cassette)
AMSTRAD (Disc)
COMMODORE C64 (Cassette)
COMMODORE C64 (Disc)
ATARI ST
AMIGA
PC

LOAD = Return
Use LOADER
Use LOADER
CTRL and ENTER
RUN "QOS"
SHIFT + RUN/STOP
LOAD "QUESTION",8,1
Insert Disc and Reset
Insert Disc and Reset
When on appropriate drive, with disc inserted,
log onto disc drive (eg. A: Return) and type
QOS Return

PLAYING INSTRUCTIONS

SPECTRUM
Joystick and Predefined Keys.
Players 1 & 2: Q = UP
O = LEFT
P = RIGHT
A = DOWN
SPACE BAR = SELECT
D = SPEED UP & SLOW DOWN

AMSTRAD
Joystick and Predefined Keys.
Players 1 & 2: Q = UP
O = LEFT
P = RIGHT
A = DOWN
SPACE BAR = SELECT

COMMODORE C64
Joystick and Predefined Keys.
Player 1 - Joystick Port 1
W = UP
X = DOWN
A = LEFT
D = RIGHT
S = SELECT
Player 2 - Joystick Port 2
@ = UP
? = DOWN
; = LEFT
" = RIGHT
, = SELECT

ATARI ST
Joystick and Predefined Keys.
Player 1 - Joystick Port 1
▲ = UP
▼ = DOWN
◀ = LEFT
▶ = RIGHT
Right SHIFT = SELECT
Player 2 - Joystick Port 0
Q = UP
Z = DOWN
X = LEFT
V = RIGHT
Left SHIFT = SELECT
Both Players -
F1 = SLOW SCROLLING SPEED
F2 = MEDIUM SCROLLING SPEED
F3 = FAST SCROLLING SPEED
F9 = 16 SHADE TOGGLE
F10 = ABORT

AMIGA
Joystick and Predefined Keys.
Player 1 - Joystick Port 2
▲ = UP
▼ = DOWN
◀ = LEFT
▶ = RIGHT
Left SHIFT = SELECT
Player 2 - Joystick Port 1
Q = UP
Z = DOWN
X = LEFT
V = RIGHT
Right SHIFT = SELECT

Both Players -
F1 = SLOW SCROLLING SPEED
F2 = MEDIUM SCROLLING SPEED
F3 = FAST SCROLLING SPEED
F10 = ABORT

PC
Joystick and Predefined Keys.
Player 1 - ▲ = UP
▼ = DOWN
◀ = LEFT
▶ = RIGHT
Return = SELECT
Player 2 - Q = UP
A = DOWN
O = LEFT
P = RIGHT
Space Bar = SELECT
Both Players -
F1 = SLOW SCROLLING SPEED
F2 = FAST SCROLLING SPEED
F3 = (When pressed on the first screen) = HELP
F10 = ABORT